

FIG.1

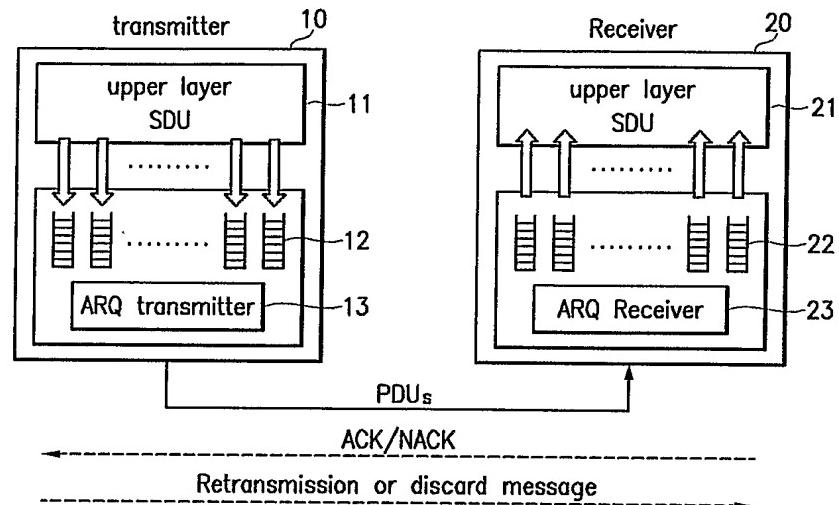


FIG.2

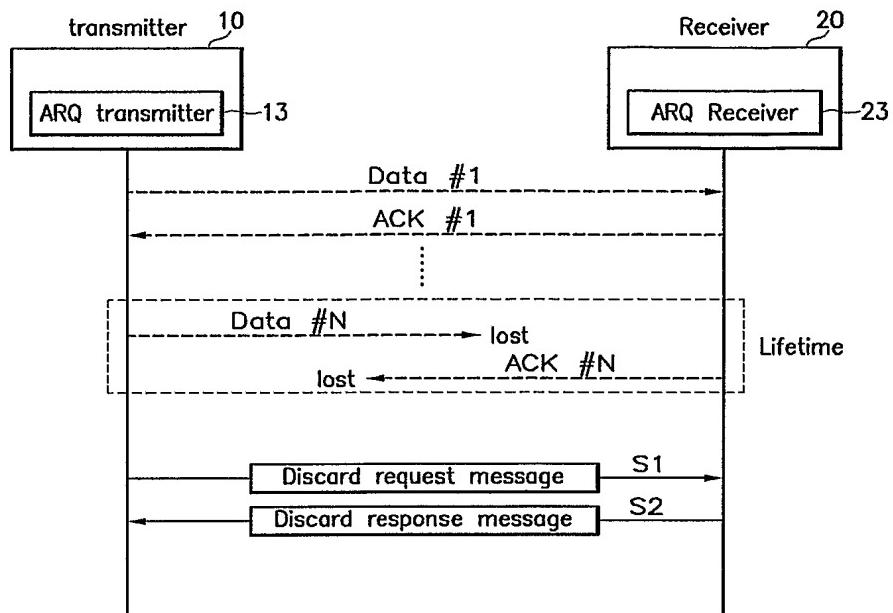
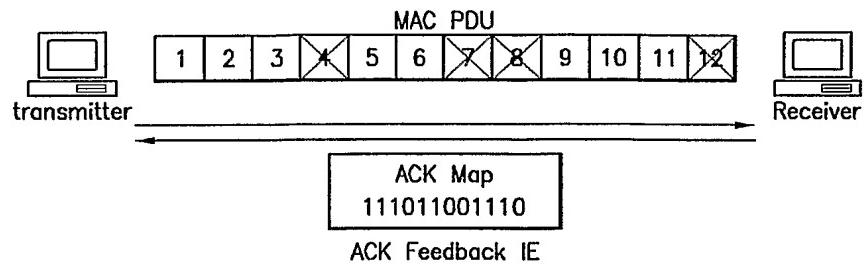
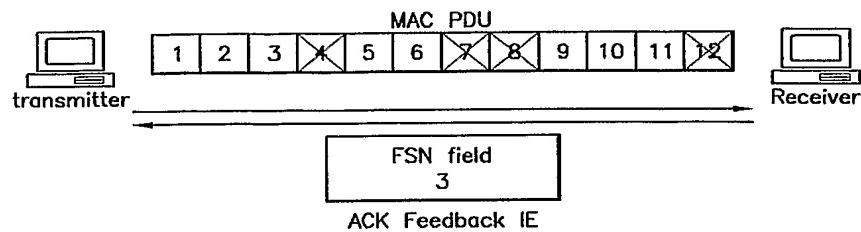
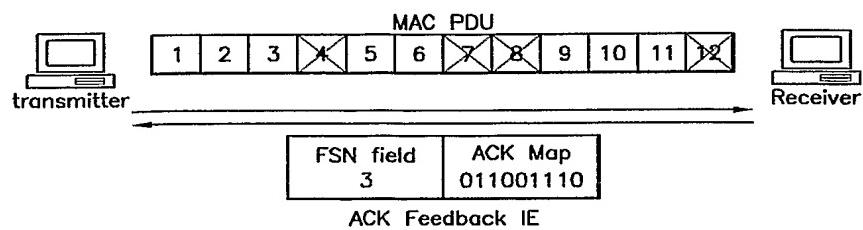


FIG.3



**FIG.4**

**FIG.5**

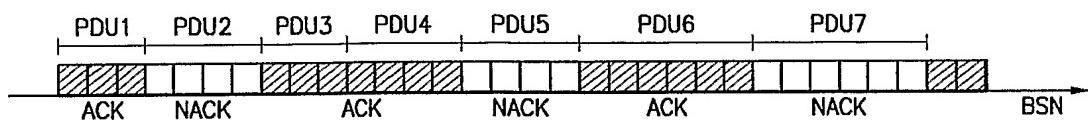
**FIG.6**

FIG.7

applicable pattern	
... 1111 <u>10</u> [1] 1111 1111 1111 1xxxx xxxx ...	1: ACK
... 1111 <u>100</u> [ ] 1111 1111 1111 1xxxx xxxx ...	0: NACK
... 1111 <u>1000</u> [ ] 1111 1111 1111 1xxxx xxxx ...	x: ACK or NACK
... 1111 <u>1000</u> 0[1] 1111 1111 1111 1xxxx xxxx ...	[ ]: First Cumulative ACK end block
...	[ ]: Second Cumulative ACK start block
... 1111 <u>1000</u> 0000 0000 0000 [ ] 1xxxx xxxx ...	
... 1111 <u>1000</u> 0000 0000 0000 [ ]xxxx xxxx ...	

FIG.8

Syntax	Size	Notes
ARQ_feedback_IE (LAST) {	variable	
CID	16 bits	The ID of the connection being referenced.
LAST	1 bit	0 = More ARQ feedback IE in the list. 1 = Last ARQ feedback IE in the list.
ACK Type	2 bits	0x0 = Selective ACK entry 0x1 = Cumulative ACK 0x2 = Cumulative with Selective ACK 0x3 = Cumulative Bulk ACK
BSN	11 bits	
Number of ACK Maps	2 bits	The field indicates the number of ACK maps: If ACK Type == 01, 0x0 = 0, 0x1 = 1, 0x2 = 2, 0x3= 3; Otherwise, 0x0 = 1, 0x1 = 2, 0x2 = 3, 0x3= 4.
if(ACK_Type!= 01) {		
for (i=0; i< Number of ACK Maps + 1; ++i) {		
ACK Map	16 bits	This field has different format according to ACK Type. See ACK Map.
}		
}		
}		

**FIG.9**

Syntax	Size	Notes
ACK MAP {	16 bits	
if(ACK Type == 03) {		
BSN	11 bits	BSN value indicates that its corresponding block and successive Length blocks have been successfully received.
Length	5 bits	
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.10

Syntax	Size	Notes
ACK MAP {	16 bits	
if(ACK Type == 03) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 <sup>st</sup> bit: ACK/NACK of the first bulk, 2 <sup>nd</sup> bit: ACK/NACK of the second bulk, 3 <sup>rd</sup> bit: ACK/NACK of the third bulk.
First Bulk Length	5 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.11

Syntax	Size	Notes
ACK MAP {	16 bits	
if(ACK Type == 03) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 <sup>st</sup> bit: ACK/NACK of the first bulk, 2 <sup>nd</sup> bit: ACK/NACK of the second bulk, 3 <sup>rd</sup> bit: ACK/NACK of the third bulk.
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
Reserved	1 bit	
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.12

Syntax	Size	Notes
ACK MAP {	16 bits	
if(ACK Type == 03) {		
Bulk Configuration	1 bit	0: the number of bulks is 2 1: the number of bulks is 3
If(Bulk Configuration == 0) {		
Bulk Type	2 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 <sup>st</sup> bit: ACK/NACK of the first bulk, 2 <sup>nd</sup> bit: ACK/NACK of the second bulk.
First Bulk Length	6 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	6 bits	The number of blocks (or BSNs) in the second bulk.
Reserved	1 bits	
}		
Else if(Bulk Configuration == 1) {		
Bulk Type	3 bits	Bulk Type indicates the ACK/NACK of the corresponding three bulks (1: ACK, 0: NACK): 1 <sup>st</sup> bit: ACK/NACK of the first bulk, 2 <sup>nd</sup> bit: ACK/NACK of the second bulk, 3 <sup>rd</sup> bit: ACK/NACK of the third bulk.
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk.
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
}		
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.13

Syntax	Size	Notes
ACK MAP {	16 bits	
if (ACK Type == 03) {		
NACK Bulk Length	4 bits	The number of blocks (or BSNs) in the NCK bulk.
ACK Bulk Length	4 bits	The number of blocks (or BSNs) in the ACK bulk.
NACK Bulk Length	4 bits	The number of blocks (or BSNs) in the NACK bulk.
ACK Bulk Length	4 bits	The number of blocks (or BSNs) in the ACK bulk.
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.14

Syntax	Size	Notes
ACK MAP {	16 bits	
if(ACK Type == 03) {		
Bulk Configuration	1 bit	0: the number of bulks is 2 1: the number of bulks is 3
If (Bulk Configuration == 0) {		
First Bulk Length	6 bits	The number of blocks (or BSNs) in the first bulk; the first bulk is always NACK when this ACK MAP is the first entry.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Second Bulk Length	6 bits	The number of blocks (or BSNs) in the second bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Reserved	1 bits	
}		
Else if (Bulk Configuration == 1) {		
First Bulk Length	4 bits	The number of blocks (or BSNs) in the first bulk; the first bulk is always NACK when this ACK MAP is the first entry.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Second Bulk Length	4 bits	The number of blocks (or BSNs) in the second bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
Third Bulk Length	4 bits	The number of blocks (or BSNs) in the third bulk.
Next Bulk Flag	1 bit	Indicates the ACK/NACK of the next bulk
}		
}		
else {		
Bit Map	16 bits	In the Bit Map, 1 means that the corresponding block has been successfully received, and 0 means that the corresponding block has not been successfully received.
}		
}		

FIG.15

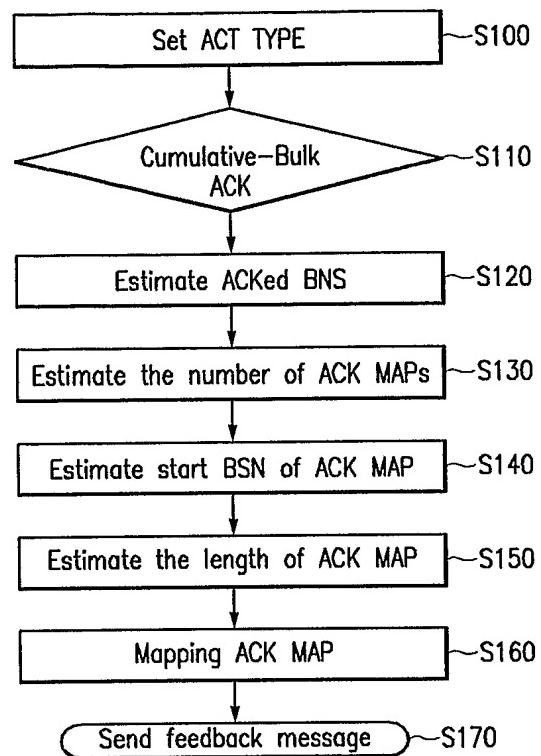


FIG.16

